

ABSTRACT

An electronic game system (100, Figure 1) displays game element images (246, Figure 2) within multiple game element areas (240). If a triggering event occurs (312, Figure 3), a set of video images (402, Figure 4) is overlaid over one or more of the game element images. Portions of the game element images may be visible during at least a portion of the duration of the set of video images. Various game element images (504, Figure 5) can be replaced with altered images (608, Figure 6) and/or other game element images (702, Figure 7) while the set of video images is being displayed, thus causing the appearance that the set of video images is interacting with the game elements. Embodiments are incorporated into a wagering game system, such as an electronic slot machine game.